

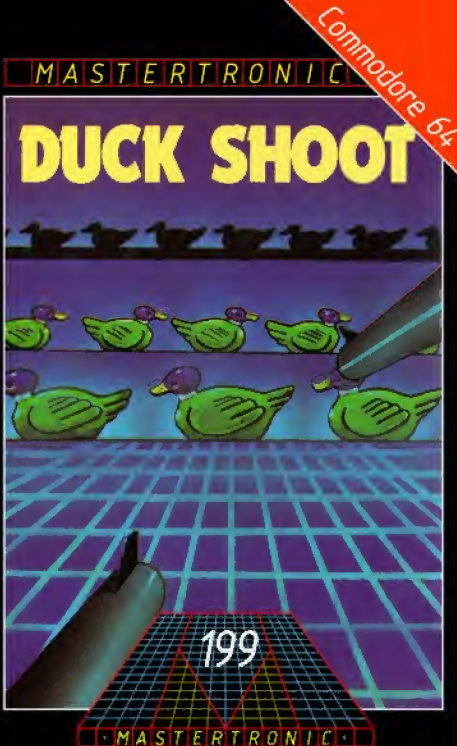
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DUCK SHOOT

LOADING INSTRUCTIONS

To load press SHIFT and RUN/STOP
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COMMODORE 64



DUCK SHOOT

The Aim of the Game

CONTROLS: KEYBOARD OR JOYSTICK IN EITHER PORT;
SPACE BAR = FIRE; CTRL = LEFT; 'Z' = RIGHT.

Object of game is to shoot all the targets in the shootin' gallery, before the time runs out. If this happens your gun is immobilised and the conveyor belts are set at full speed. If you also lose all your bullets the game will end.

The normally docile ducks randomly fly down and attempt to eat your bullets, unless you shoot them first.

To finish any screen you must shoot at the eight spinning plates at the top. Another hazard is the fast flying duck which moves quickly across the top of the screen. If he succeeds without being shot all the plates are restored.

If you hit the letters B O N U S in the correct order you are given a bonus. Also points are awarded for unused bullets at the end of each level.

Between levels you have the choice to shoot larger animals. Each hit 'turns the animal around' and increases its speed. Once off the screen it does not return.

Scores:

Top Row
Middle Row
Bottom Row
Plates
1st Flying Duck

6 points
4 points
2 points
10 points
10 points

Bonuses:

B O N U S is the correct order - value of timer awarded when 'S' is hit.
Value of timer also awarded when screen is cleared: 10-40 points for each bullet left at end of the screen; 25-100 points for each large animal hit. If you get one of these 6 high Scores, use controls to move L-R through the alphabet to choose letter, press fire to enter letter.
The game is over when you run out of the bullets or the timer decreases to zero.

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